

Figure 1

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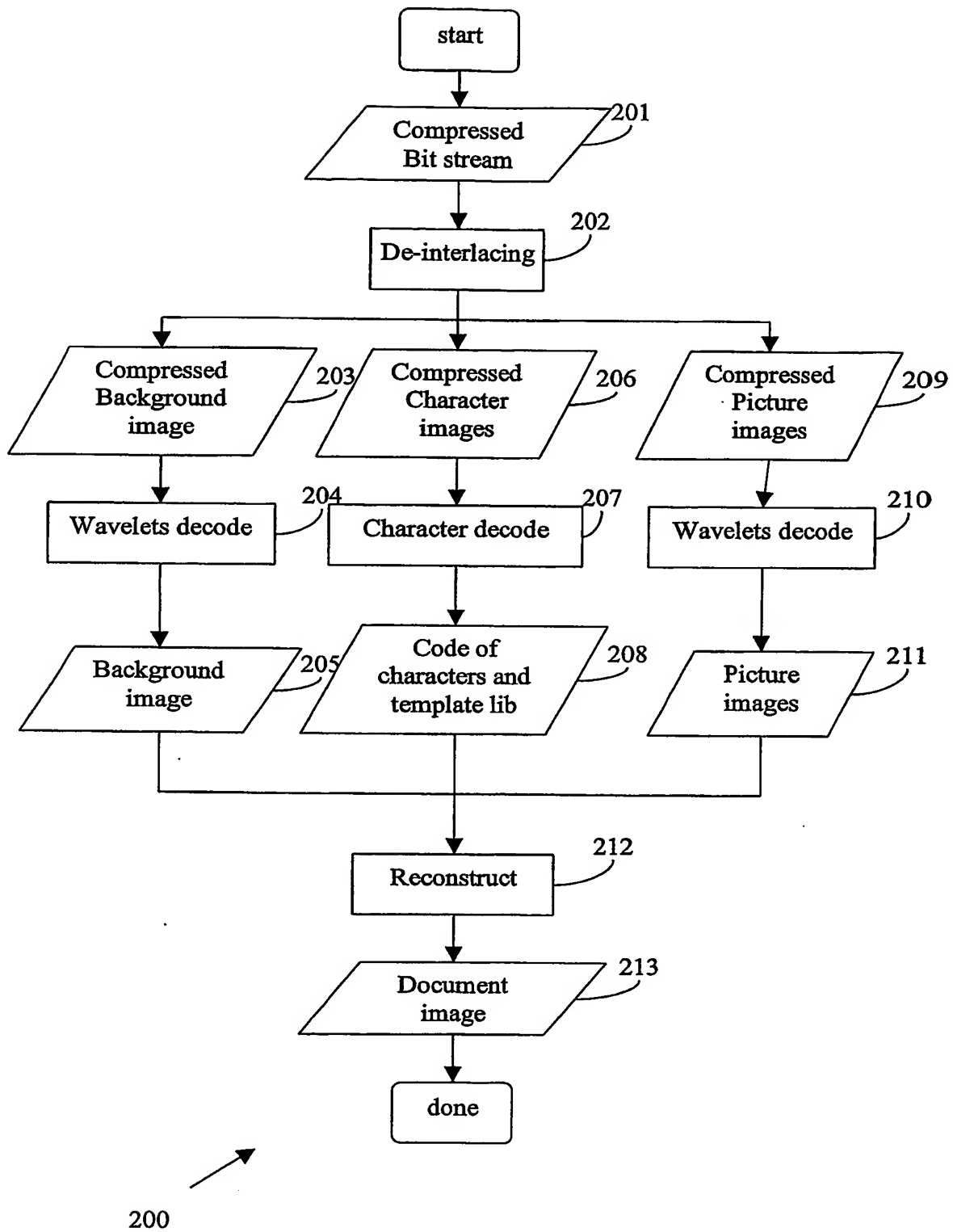
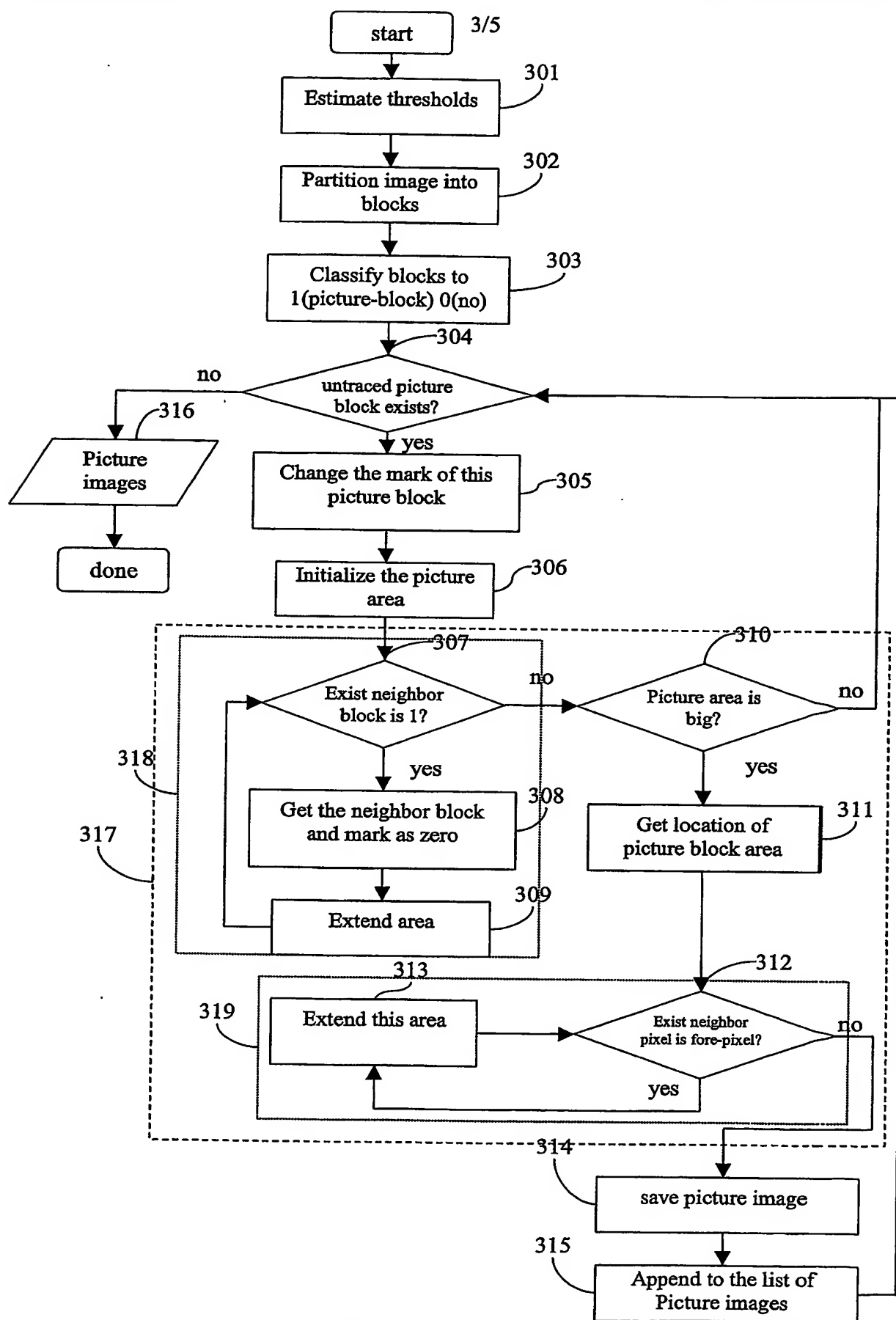


Figure 2



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L_0 is the list of character image blocks

L_1 is the list of code information of character image blocks

L_2 is library of character templates

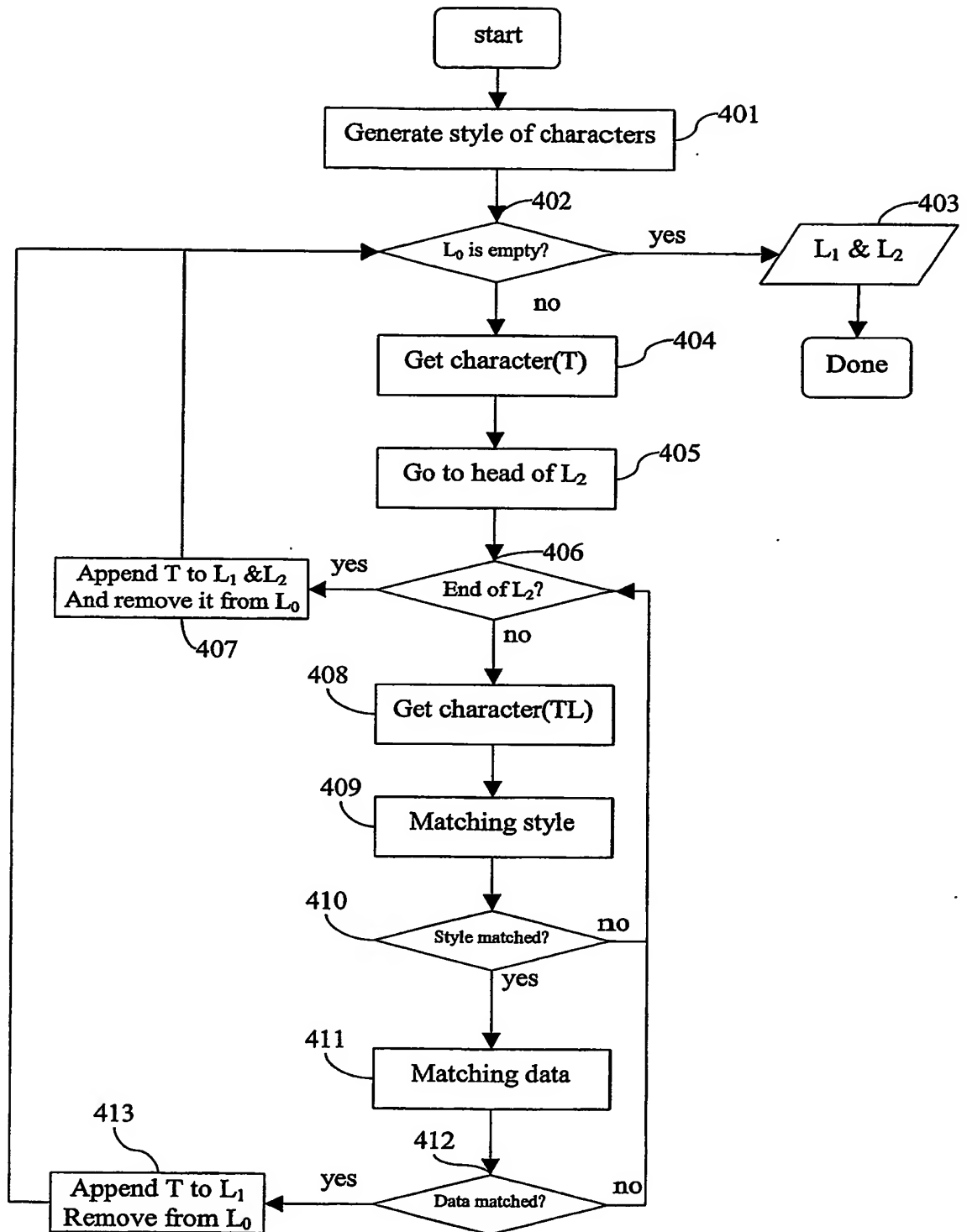


Figure 4

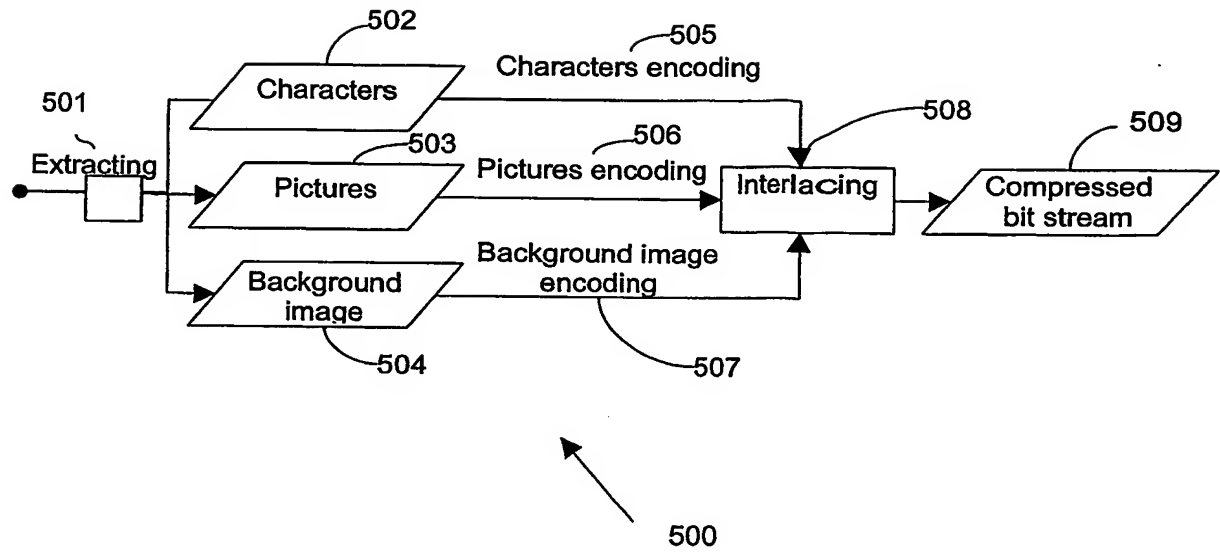


Figure 5